

## Version History

# HALion Player OEM

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### 3.2.2.1400 pre-release

This Pre-Release version of HALion offers improvements which we would like to make available to our customers as soon as possible. While preliminary testing carried out with this version indicates that it is stable and reliable, it has not gone through our full QA testing cycle. Therefore, this pre-release version is not officially supported.

#### Improvements

- Keyboard: visualisation of used Key Ranges (Megatrigger)
- Categories are now filtered on HSB level: if using the category filters on Slot, HSB files which don't include any matching programs (fxp) aren't displayed anymore
- Instantiation of HALion Player has been improved regarding the loading time.

#### Fixes

- Mapping Chromatic of imported samples failed when activating "Use included Root Keys"
- Send FXs were not correctly load in projects and in banks (fxb)
- Crash could occur when loading a program (fxp) where velocity crossfade were used
- Crash could occur when loading a bank (fxb) which uses FX and a different output configuration than the current one
- OSX: a crash could occur sometimes while replacing an existing with a new program or by using Clear All
- OSX: output handling with Logic 7.2 works correctly now
- OSX: improved compatibility with Digital Performer (AU & Rewire)

### 3.2.1

#### Improvements

- Improved speed of loading lots of Samples, Programs and Banks with better memory management:
  - less memory move (less reallocation)
  - change double volume to float volume

#### Fixes

- 3.2 requested more memory when sample with loop and start loop equals start offset
- The loading time of HALion has been reduced when HALion is instantiated
- OSX: sporadic crashes on start-up as result of corrupted preference data has been fixed

## 3.2.0

### New Features

- HALion Player OEM now supports RAMsave, it's a technology to reduce the load time of Projects and memory consumption of Samples that aren't used. You can activate RAMsave by hitting the RAMsave button in the left bottom corner.
  - playback your Song from start to end – HALion Player OEM will now go into "scan-mode" and marks internally all Samples used by incoming notes on all Slots
  - hit ok if you song ended – now HALion Player OEM unloads any Samples that weren't in use by your Song (again for all Slots)

If you want to reload all Samples for a Program on a specific Slot, simply choose "Reload" from the Slot menu.

- Standalone version:
  - New Preferences Dialog
  - Multiple physical output assignment support
  - Improved Rewire support
  - New MIDI Reset button (Panic)
- Options Page:
  - HALion now features ultra low preload time (down to 0,1 sec) and consumes less memory for same amount of samples.
  - New Mixdown mode for export (when not provided by Host, like in Logic)
- Various: FXP program files are compressed now for allowing smaller file sizes.

### Fixes

- Standalone version:
  - MIDI input preferences were lost after re-loading standalone
- Options Page:
  - Better memory handling when changing preload time
  - Fixed text and help-menu for Voice Buffers
- Various:
  - Slots would reset their settings if a new program were loaded. Fixed.
  - Fixed a DC offset problem which could lead up to 300db output peaks after long usage time
  - Fixed conditions in which hanging notes could occur
  - CC66 Sostenuto could cause a crash
  - OSX (AU): leaving the Program List opened and closing HALion Player could lead to a crash
  - OSX: better AU support
  - OSX: sometimes the AU plugin could loose disk-streaming ability. Fixed.

## Issues and Solutions

- RAMsave: when using RAMsave there maybe issues with programs using the alternate function.
- Mac Audio Unit Host: The HALion Player GUI is not shown completely if you open a song which has HALion Player loaded and opened. Solution: Close the HALion Player windows and open it again; the graphical artefacts disappear.
- Mac Audio Unit Host: HALionPlayer 3 does not work properly with Logic 5.5.1. Solution: Use Logic 7.x
- PC HALion Player standalone version: HALion Player stops receiving MIDI after changing the buffer size in device control panels. Solution: Restart the stand alone version of HALion Player after changing the buffer size in device control panels.
- Cubase SX, Cubase SL and Nuendo do not receive the program assignments from the HALion Player program list and the global page. Solution: Set the program changes in the inspector of the host application prior to set the assignments in HALion Player.
- Available outputs per HALion Player instance may be limited, depending on the host application and Plug-in interface you use.
- DXi-version: deactivating the "FastBounce" option when using "Bounce to Tracks" in Sonar is recommended if you experience cut off or missing notes.
- To avoid note-hanging in Cubase you need to activate the Option "Reset on Stop".